

ATARI 7800™ Game Manual



Introducing the Ms.

Pac-Man™ is in love! And what a star his sweetheart is, with her red ribbon and long eyelashes. Just like her hiding man, Ms. *Pac-Man™* champs her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energy pills, *Teddy Bears*, *Fruit*, and pellets.

Can she escape the marauding ghosts? Or will this be her final curtain? Will *Pac-Man* ever see his lady love again?

Getting Started

1. Insert the Ms. *Pac-Man* cartridge into your Atari® 7800™ Prosystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **[Select]** to choose a one- or two-player game. Move the controller handle to

the left or right to choose a next difficulty level: *Teddy Bear*, *Cherries*, *Strawberry Orange*, *Peach*, *Apple*, *Pear*, *Banana*.

4. Ms. *Pac-Man* will move in the direction you move the controller handle.
5. Press **[Pause]** to pause a game, press it again to resume play.

On with the Show!

Cast of Characters



One, the Only. . . Pac-Man!

Ms. Pac-Man Meets the Ghosts

Ms. Pac-Man appears at center stage. To earn a curtain call, she must eat all the dots in each maze without being gobbled up by the ghosts.

And she knows how to suit them. If she swallows one of the four energy pills, the ghosts change into blue costumes. She must chase them down and devour them before they change back again.

As Ms. Pac-Man finishes each round, a new fruit or pellet appears on the screen, and the chase continues. Faster and faster she runs as she turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energy pill, then turns on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again!

The Fast Trackers!

This is one tough performance. Ms. Pac-Man must scramble through four different maze patterns. And the mouth-watering teddy bears, fruit, and pellets that bounce across the stage try

to lure her toward the ghosts.

Fortunately, she has five lives in each show! But once they're gone, her performance is over—and so is the game!

But she can earn an encore. If she gets through the banana maze, Ms. Pac-Man enters the random fruit mazes. So hold your applause until the final curtain!

Stage Directions

Make sure Ms. Pac-Man eats the dots as quickly as she can. Don't let her take the energy pills too early, or she'll lose her only weapon against the ghosts. Wait until they start to gain on her. Then she can toss them toward the pill before she gobbles it up and turns the chase on them.

Remember, each maze has escape tunnels that lead offstage and back again. They could save her life!

Intermissions

Three cartoon breaks immediately follow the Strawberry Apple, and second Random Fruit mazes.

Scoring

Levels

 1000 points

 2000 points

 3000 points

 4000 points

 5000 points

 6000 points

 7000 points

 8000 points

**Superman
Fruit** 100-5000 points

Scoring Things

Dot  10 points

Energy pill  40 points

First ghost  200 points

Second ghost  400 points

Third ghost  600 points

Fourth ghost  800 points

After the first 10,000 points,
you earn one extra life.



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